

Claims

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1. An addiction simulator for education about and deterrence of drug use, comprising:
 - 10 a. an enclosure;
 - b. an electronic circuit, the electronic circuit being housed within the enclosure;
 - c. an actuator, the actuator switch being electrically interconnected to the electronic circuit; and
 - 15 d. a pushbutton switch, the pushbutton switch being responsive to an activity of a user of the addiction simulator which simulates participation in an addictive activity.
2. The addiction simulator of claim 1, further comprising an alphanumeric display, the alphanumeric display being mounted to the enclosure so as to be visible to a user of the simulator, the alphanumeric display being interconnected to the electronic circuit, the
 - 20 alphanumeric display being responsive to actuations of the pushbutton switch.
3. The addiction simulator of claim 1, further comprising:
 - a. a slot, the slot being formed within a surface of the enclosure, the slot being dimensioned so as to permit the introduction of a thin material into the enclosure; and
 - 25 b. a momentary contact switch mounted adjacent to the slot and electrically interconnected to the electronic circuit, the momentary contact switch sensing the presence of money within the slot.
4. The addiction simulator of claim 1, further comprising:
 - 30 a. a bellows switch, the bellows switch being electronically interconnected to the electronic circuit; and
 - b. a breathing tube, the breathing tube passing from an interior region to an exterior region of the enclosure, the breathing tube being in fluid communication with the bellows switch such that inhaling through the breathing tube activates the bellows switch.

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5 5. The addiction simulator of claim 1, further comprising a pressure sensor, the pressure sensor being electronically interconnected to the electronic circuit and fluidly interconnected to the breathing tube such that relative inhalation magnitudes can be sensed by the electronic circuit.

10 6. The addiction simulator of claim 1, further comprising a microphone, the microphone being electrically interconnected to the electronic circuit, the microphone detecting sounds made by a user of the simulator.

15 7. The addiction simulator of claim 1, further comprising a speaker, the speaker being interconnected to the electronic circuit, the speaker thereby issuing audible indications to a user of the simulator.

20 8. The addiction simulator of claim 1, wherein the electronic circuit further comprises a speech recognition circuit, the speech recognition circuit being programmed to recognize bodily sounds.

25 9. The addiction simulator of claim 1, wherein the electronic circuit further comprises a speech recognition circuit, the speech recognition circuit being programmed to recognize mechanical sounds.

10. The addiction simulator of claim 4, wherein the breathing tube further comprises a whistle, the whistle producing a tone when a user of the simulator inhales through the tube, the speech recognition circuit being programmed to recognize the tone.

30 11. The addiction simulator of claim 7, wherein the electronic circuit further comprises a speech synthesizer, the speech synthesizer being electrically interconnected to the speaker, the speech synthesizer generating verbal messages to a user of the simulator.

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12. A portable personality simulator for achieving behavior modification and education of a user of the simulator, comprising:

- (a) a case;
- (b) an electronic circuit housed within the case; and
- (c) a speaker, the speaker being housed within the case and being electrically

interconnected to the electronic circuit, the speaker emitted sounds prompting the user to behave in a desired manner.

13. The portable simulator of claim 12, further comprising at least one sensor, the sensor being electrically interconnected to the electronic circuit, the sensor detecting and

verifying at least one behavioral act of the user in response to sounds emitted from the speaker.

14. The portable simulator of claim 13, wherein the sensor further comprises a microphone, the microphone detecting sounds made by the user.

15. The portable simulator of claim 12, further comprising a recess, the recess being formed within the case, the recess being adapted to secure an accessory used in association with the simulator.

16. The portable simulator of claim 12, further comprising a hypodermic simulation device, the hypodermic simulation device producing a signal when activated, the signal being sensed by a sensor and being subsequently processed by the electronic circuit.

17. The portable simulator of claim 12, further comprising an orifice formed within the case, the orifice being adapted to receive a substance simulating money, the substance being required in response to prompting of the user by sounds emitted by the speaker.

18. The portable simulator of claim 14, further comprising a speech synthesizer, the speech synthesizer being electrically interconnected to the electronic circuit, the speech

5 synthesizer generating spoken questions which are emitted by the speaker, the
microphone detecting user responses, the electronic circuit verifying the user response.

19. The portable simulator of claim 12, further comprising a visual display, the visual
display being mounted to the case, the visual display being electrically interconnected to
10 the electronic circuit, the visual display issuing messages to the user.

20. The portable simulator of claim 12, further comprising an orifice formed within the
case, the orifice permitting introduction of air outside of the case into an interior region of
the case.

15 21. The portable simulator of claim 20, further comprising a breathing apparatus, the
breathing apparatus being affixed to the orifice, the breathing apparatus permitting the
user to exhale into the interior region of the case.

20 22. An entertainment device, comprising:

a. a case;

b. a power source;

c. a programmable electronic circuit, the programmable electronic circuit being
powered by the power source;

25 d. a voice synthesizer, the voice synthesizer being electrically interconnected to
the programmable electronic circuit, the voice synthesizer issuing spoken prompts and
taunts to a user of the entertainment device. and

e. a communications port, the communications port permitting interconnection of
the entertainment device to another entertainment device, thereby permitting exchange of
30 programmed information between devices.

23. The entertainment device of claim 22, further comprising a visual display, the visual
display being electrically interconnected to the electronic circuit, the visual display
issuing visual prompts and taunts to a user of the device.

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24. The entertainment device of claim 23, further comprising a microphone, the microphone being electrically interconnected to an electronic circuit, the microphone receiving sounds produced by a user of the device, the electronic circuit generating prompts and taunts in response to sounds received by the microphone.

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25. The entertainment device of claim 22, wherein the case further comprises:

a. a bore passing through a surface of the case;

b. a tube interconnected to the bore and extending outwardly from the case, the tube being adapted to permit a user of the device to exhale into and exhale from the case;

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c. at least one vent perforation formed within the case, the vent perforation permitting exhaled air passing through the tube into the case to exit from the case and to permit inhaled air to enter the case; and

d. a flow restrictor, the flow restrictor affecting the effort which a user must exert to inhale through the tube.

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26. The entertainment device of claim 22, further comprising a memory, the memory being electrically interconnected to the electronic circuit, the memory containing a plurality of messages which are used as prompts and taunts delivered to a user of the device.

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27. The entertainment device of claim 26, wherein at least some of the plurality of messages contained in the memory are related to cigarette consumption by a user of the device.

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28. The entertainment device of claim 26, wherein at least some of the plurality of messages contained in the memory are related to life expectancy of a user of the device.

5 29. The entertainment device of claim 27, further comprising a plurality of user selectable software choices, each user selectable software choice pertaining to a particular type of addictive behavior practiced by human beings.

30. The entertainment device of claim 28, wherein the case further comprises a slot, the slot being adapted to receive currency, the currency being required by the device to simulate purchase of a product being consumed by a user of the device.

31. The entertainment device of claim 29, wherein the case is formed to mimic a container normally used in commerce as a container of a product consumed by a user of the device.

32. The entertainment device of claim 31, wherein the memory simulates borrowing a quantity of the product from another entertainment device via the communications port.

33. A portable personality simulator, comprising:

- a. a case;
- b. a programmable electronic circuit housed within the case; and
- c. a speech synthesizer, the speech synthesizer being interconnected to the electronic circuit, the electronic circuit being programmed to issue commands simulating a particular type of personality.

34. The portable personality simulator of claim 33, further comprising:

a. a microphone, the microphone being interconnected to the electronic circuit; and

b. a voice recognition device, the voice recognition device being interconnected to the electronic circuit and the microphone, the voice recognition circuit verifying that a user of the simulator has complied with the commands issued by the simulator.

5 35. The portable personality simulator of claim 34, further comprising at least one personality trait including:

- a. paternalism;
- b. superiority;
- c. humor; and
- 10 d. demanding.

36. The portable personality simulator of claim 32, wherein the simulator is programmed to emulate the personality of a celebrity.

15 37. The portable personality simulator of claim 32, wherein the voice recognition device is programmed to identify a sound associated with at least one bodily function including:

- a. exhaling;
- b. coughing;
- c. snoring;
- 20 d. vomiting;
- e. inhaling; and
- f. puffing

38. The portable personality simulator of claim 35, wherein the electronic circuit is
25 programmed to analyze an intensity parameter related to the sound of a bodily function.

~~39. The portable personality simulator of claim 36, wherein the electronic circuit is programmed to identify a plurality of sounds occurring in an environment responsive to commands issued by the simulator.~~

30 40. The portable personality simulator of claim 39, wherein at least one of the sounds identified by the electronic circuit includes:

- a. running water;
- b. flushing toilet;

- 5 c. vacuum cleaner;
 d. dishwasher;
 e. motor running;
 f. striking a match;
 g. opening an aluminum can; and
10 h. opening a refrigerator.

41. The portable personality simulator of claim 38, further comprising a recording
function, the recording function producing a record of a user's compliance with
sommands issued by the simulator, the record being reportable to a person other than the
15 user.

42. The portable personality simulator of claim 39, wherein the case further comprises a
money receptacle, the money receptacle permitting a user of the simulator to deposit
money in response to commands issued by the simulator.

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